

G O B L I N

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ISSUE NUMBER 9 JUNE 93

* Information * Information *

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Contributions Any contributors sending in material between issues will be acknowledged in the fanzine. All readers are invited to send in contributions for all sections of the fanzine. Reviews, Solutions, Hints, Tips, Letters and anything to do with Adventuring on any of the 8 Bit Computers will be gratefully accepted

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SOLUTIONS THIS ISSUE

No6 In the Village. Intruder Alert. Sea of Zirun. Eye of Vartan. The Test. Antillis Mission. Lighthouse Mystery. Dracula. Puzzled. Ludiods.

Grateful thanks also go to the following for helping to write this issue. Barbara Gibb. Tim Kemp. Mike Brailsford (welcome back Mike). John Wilson. Neil Currie. Emma Chambers. Tony Collins. Jack Lockerby. Richard Batey. Jon Lemmon. Grasshopper.

Editorial

This issue has really taken some getting together, due mainly to the fact that since last issue I have had to go in to hospital and undergo a supposedly routine operation. People who know me know that generally I am dogged by bad luck. This bad luck unfortunately raised it's ugly head whilst I was in hospital. My operation was ok but I got an infection which meant instead of being in the hospital for 3 - 4 days I ended up being there for 10 days.

This infection is still with me even though it's now been a month since the Op. I have been unable to have any prolonged sessions at the computer (due to the pain caused by sitting down), which means that this issue I have had to utilise these sessions to type up contributions sent in to me by readers for inclusion in this issue. This means I have been unable to review any games myself therefore, I apologise to Walter Pooley and Tony Collins for not being able to include any Commodore reviews this issue but, I hasten to add they will be in the next issue.

This issue see's for the first time 3 prize winning competitions which are quite easy to complete (I think!) so I hope everyone will enter them. Prizes have been donated by Zenobi Software, Sue Medley and Mike Brailsford to whom I am eternally grateful. Also within this issue I have started to introduce one or two items for 16 bit computers so please let me know how you feel about these items being included. If I don't hear anything then I will gradually include more items in future issue's.

Lastly I would like to thank all those people who sent me get well cards etc. whilst I was in hospital they really cheered me up and of course all the people who rang to see how I was doing.

Right on with the show! Happy Reading.

LES

DEATH OR GLORY

written by Martin Freemantle

played on a Spectrum

This game is the sequel to Martin's first adventure 'Dragon Slayer'. Your quest, as Doug Thornton, is to retrieve the Medallion created by the 'Circle of Nine' and return it to it's rightful owners in Hayworth, and for those of you who think you've already got the Medallion, from the end of the last game, you are in for a shock...it would seem that you were mugged on leaving the mountain!

The story continues on a linear basis, as with 'Dragon Slayer', and it's easy to see that Martin enjoys the old style Compass games. The influence is noticable within the first couple of locations where a puzzle needs to be solved before you can explore the surrounding areas. However, this is not overly difficult to overcome and before long you are able to visit the nearby village and survey the damage caused by the evil Goblins. There is plenty to do around this area and it will be some time before you discover the way through the brick wall that blocks your entrance to the Cyclop's Maze and can find your way back into the mountain in the hope of retrieving the Medallion.

Part Two begins as you cross the swamp but it is important that you do not lose a particular object from the first part so I would advise that you wear anything that can be worn before you attempt to cross the bridge. I must admit that I preferred this part, as it seemed to contain a lot more puzzles and took quite a lot of brain-power on several occasions. I enjoyed bringing the stone troll back to life and spent a fair amount of time attempting to get the rope from beneath the scorpion

It was to my eyes, immediately noticable that Martin's knowledge of PAW had progressed since he wrote his first game. The whole thing has smartened up and the puzzles are

DEATH OR GLORY

definitely more complex. Ofcourse, that's not to say that 'Dragon Slayer' wasn't enjoyable..it was but it was also recognisable as a first effort. This sequel looks good, plays well and has plenty of atmosphere.. in my view, all these things are of similar importance and Martin has kept the balance well.

Reviewer

Sharon

THE GOLDEN LOCKET

written by Keith Burnard

played on a Spectrum

Although I enjoyed this game I found it hard to get into as the first problem to overcome is solved by something that you can't see! You start off with a bear who is none to friendly. You have to climb a rock pile and although you can't see a rock you have to pick one up and throw it at him! Once you've sorted the bear out you have time to explore at your leisure and the game starts to improve from here on in.

You really have to search everything and even objects you find can have another hidden inside them. Once you've thoroughly searched and solved the problems of the first five locations you're on your way across the plains. You come across a man and if you do things right you'll soon be sitting at the fire. The man disappears for a while and examining the camp will get you an object, just make sure you grab it and leave the camp before the man returns, otherwise he turns distinctly unfriendly!

Moving along nicely, you come across a hut. Before entering this however, it would be a wise move to get the key from the door otherwise you'll end up getting locked in and as it's a pretty lonely

THE GOLDEN LOCKET

managed to get through the small maze and found some water that was'nt poisoned (as water hole I had visited had been!) and eventually found myself in a ghost town. I solved a few problems but have to confess I am now stuck but I really don't mind as it's the kind of game that keeps you coming back for more.

Reviewer

MAL.

CLOUD 99

written by Linda Wright
played on a Spectrum

Last night you probably played too long on your computer or ate too much cheese, because you wake up in the early hours after a very strange dream in which Jack Frost was up to his tricks messing about with weather halls on Cloud 99. Your bedroom is bathed in a weird shimmering light so being a typical adventurer you decide to get up and investigate. You start the game in your bedroom and you need to explore your rather untidy house thoroughly in order to find things which could prove to be useful later on. After you find something warm to wear you can venture outside and discover more useful objects and a key to the gate of Cloud City. Then you climb a silver ladder to the heavens.

At the top of the ladder is the grumpy old weatherman, who's nearly lost his voice calling your name whilst you've been busy down below - he tells you it's up to you to put the weather to rights, so you unlock the the gate enter Cloud City. There are 3 sections of the city which you can reach via a transporting device which needs the relevant coloured card inserted. In the Rainbow section you will find a rainbow fountain which has gone dull, a bank, art gallery, bakery, tourist office, hardware shop and a launderette

CLOUD 99

which I fiddled about with for ages before it suddenly dawned on me what I was supposed to do there.

The Grey section contains the weather halls which you must put to rights. Jack Frost appears at random both here and in the Rainbow section taking things you need, but don't worry - you will find him later on and can then retrieve your goods.

The Yellow section is full of people who will be helpful to you, including Mother Nature although busy gardening will lend an hand providing you solve their problems first. Finding which objects to use in which place is quite intriguing and you will love it if you enjoy word plays and terrible puns. I got stuck right at the end because I hadn't looked under something (a hint). Its a timed game so its well worth exploring the sections thoroughly and making good use of the RAMSAVE facility. This is another brilliant game with a novel idea from the authoress of Agatha's Folly.

(By the way Jack Frost got his final revenge. The weekend after I completed this game we went camping with the Cubs and it was freezing and wet the whole weekend).

Reviewer

Jenny

LURE OF THE TEMPTRESS

by Virgin Games

played on a Atari 520

When you come to, you find yourself in a dingy cell what happened? Slowly it all comes back.....You had ridden out with the King's army to quella revolt in the remote village of Turnvale - a revolt led by a sorceress by the name of Selena. Approach to Turnvale was guarded by Selena's army - hideous creatures known as Skorl. In the ensuing battle, the

LURE OF THE TEMPTRESS

King was killed, his army routed, and yo were thrown from your horse and knocked unconscious. You realise it's up to you, Diermot, a lowly worker, to escape and destroy Selena.

The only light comes from a torch on the wall, and the cell is empty save for a straw bed; outside it's thundering and lightning; and every so often a Skorl guard looks in to check on you. Armed, however with your wits, and 'burning' desire to overthrow Selena, escape from the cell proves relatively easy (not too bright these Skorl).

In the cell outside a prisoner is manacled to the wall. His name is Wulf, and he has been tortured because of his involvement in a plot against Selens. With his dying breath (as always) he tells you to make contact with the blacksmith, another co-conspirator; but he also warns you that there is a traitor in the village - so don't trust all you hear! In anothe nearby cell, fastened to the rack, is Ratpouch, who will become your loyal servant once you've freed him - he will also get you into some embarrassing situations with the things he says! With Ratpouch's assistance, escape into the village is a 'pushover', and the quest can begin in earnest.

'Virtual Theatre' is how the game is described which means that all the characters in the game lead their own lives, and most will wander from location to location going about their business, no matter what you do. Any person you wish to question, therefore, you must seek out. You can also eavesdrop on conversations by looking through windows, cracks etc - indeed, in one instance, it is essential to do so. Add to this the brilliant, detailed graphics, and everything serves to give the game a very realistic feel - even down to small, neat touches such as the reactions when bumping into other characters - 'Excuse me' if it's a villager; 'Watch it unan' if it's a Skorl.

LURE OF THE TEMPTRESS

Movement is by way of the 'point and click' method; and all actions in the game are mouse-controlled.

Anyway, back to the plot - having found the blacksmith, you learn that his lady friend, Goewin, has been captured by the Skorl, and is being held in the Town Hall. It is vital that she be rescued, as she runs the local apothecary shop, and only she can prepare the potion which you will need later.

It is really a case of 'learn as you go' questioning one character will provide you with information about a certain item, or about another person, which in turn leads to further questions and answers. By so building up your knowledge, you will eventually learn how to get into the Town Hall; turning transvestite will soon see Goewin free. She can now help you prepare the potion you need - once you have located the missing ingredient.

It is about now that you start hearing mention of a dragon, which legend says lives in a cave system beyond the Weregates; the means of opening this gate has been lost in the mists of time. This dragon reputedly guards the Eye of Gethryn, the only thing that can destroy Selena. Seems like it's time to play St. George. It's not going to be easy, though - somewhere in the caves lives the 'evil Pig Man'; and no-one who's met him (bar one) has lived to tell the tale! Some more judicious questioning will elicit the means of opening the gate, and the fact that only the voice of a fair maiden will do the trick. For a little humorous interlude, try getting the village gossip, Gwyn, to open the gate! Once inside, a complex series of skull 'levers' leads you through several caves to that where lives the Pig Man. This is the first of only two places in the game where you must engage in combat (arcade style, but with the mouse). If you've questioned the right people beforehand, you will have learnt a couple of tips on how to fight him - but this is

LURE OF THE TEMPTRESS

one mean S.O.B! I have heard that there is a 'cheat', which destroys this creature without you're having to fight him - but, as it took me the best part of 4 hours to get past him, I'm damned if I'm saying here what it is!!

Assuming you succeed in defeating him, the next cave will find you face to face with the dragon. However, compared to the last adversary, this one is a 'doddle'. Armed now with the 'Eye of Gethryn', you must now return to the village and seek a way into the castle. There you must use your wits to pass the drunken Skorl guards (good sound effects here), and then solve the rather tricky problem of lowering the drawbridge leading to the tower. Having done so, guess what's waiting for you on the bridge? Being well versed in this creature by this time, it took me only 1 - 2 hours to get past him on this occasion!!

Then it's into the tower for the final showdown with Selena. Being, myself, a relative newcomer to the 16 bit scene, LOTT was one of the first graphic adventures I played - and it has probably spoilt me for any others. I've seen other such games since, and few can come close to this standard - the whole presentation is excellent. But it's not only the game play itself - throughout there is a fine touch of humour. Try asking Ratpouch about the dragon; or asking Morkus about Selena - you can't help but smile at the responses.

Anyone who hasn't played LOTT, just doesn't know what they're missing! The closing message ends with the words '...and I left the village of Turnvale perhaps forever.' I, for one hope not.

Reviewer

Terry

THE BEGINNING OF THE END

written by Jonathan Scott

played on a Spectrum

This game, continuing the story that began with *Escape From Hodgkin's Manor*, has you resuming your quest to bring down the dastardly Basil Hodkins.

The adventure begins within a classroom with no exit and it soon becomes apparent that you're going to have to be on the same wavelength as the author...I can't be absolutely sure but I would guess from the style that he is fairly young!

Anyway, once you've finally managed to escape from the room and dive into the now full pool, things take a sudden twist and you find yourself within some sort of fantasy world. A dead fish will help you if you can bring him back to life, and a shark with a dental problem can also bring some assistance but the thing I had most problems with was the fancy equipment that I had trouble imagining...I'm not very technically minded and find it fairly difficult to picture strange machinery, especially something called a 'Transannihalator'!

Once you've managed to activate all the teleports you are able to transport and enter part two where the scenery has changed but the action is pretty similar. A sulking knight requires some help before he will give the assistance you require but I did enjoy getting the chicken to lay an egg.

Everything progresses pretty well in both parts but I could never quite 'get into' the action and found the whole thing a little on the slow side. The puzzles are adequate but there is nothing particularly original and the game has a suprising lack of atmosphere. The characters are oddly wooden and, on several occasions, I lost interest in what I was supposed to be doing.

THE BEGINNING OF THE END

Overall I was a little disappointed as I had enjoyed Escape From Hodkin's Manor and was quite looking forward to playing this one.

Reviewer

Sharon

JACK THE RIPPER

written by St Brides

played on a Spectrum

There aren't many people unfamiliar to the Murders of Jack The Ripper and many of us have our own theories, or those borrowed from experts, to who the Ripper really was..

Well this game goes one step further and gives an account that is totally unbelievable if not quite enjoyable. According to the author there is an evil world beneath the streets of London and the murders took place at specific destinations for an absolute purpose.

The majority of things that happen appear to confuse you and you jump from scenario to scenario at terrific pace.. it's very easy to loose track of what you've been doing and whether you are dreaming or not. I did find that I got used to it as the game progressed but to start off with it confused me and made me believe that I wasn't following the correct route. The sense of having made a mistake stayed with me for sometime and I was reluctant to SAVE my position, expecting at any moment to find that I had to begin my quest anew.

There was a surprising lack of gameplay, the majority of memory taken up with the never-ending messages, but the puzzles that were present were pretty complicated and, in some cases, extremely difficult. However, having spent most of this review pointing out the bad points of the game, I

JACK THE RIPPER

have to admit that I did really enjoy it. The only thing I think it could be, is the messages..they give the game atmosphere and have obviously been well thought out. Although they took up a lot of the memory that could have been used for puzzles, they made a fairly good substitute and suit the style of the game admirably.

It's very difficult for me to actually recommend this game as usually I would prefer shorter messages and a lot more gameplay, but I did enjoy it once I could manage to follow the storyline and found the theory behind the murders to be fascinating if not a little far fetched.

Reviewer

Sharon

ORDERING DETAILS

DEATH OR GLORY

Tape or +D disk	£2.50
+3 disk (please supply blank disk available from..)	£2.00

DREAM WORLD ADVENTURES

10 Medhurst Crescent
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make cheques/P.O payable to M. Freemantle

LURE OF THE TEMPTRESS

Available from all Computer Software Shops. Shop around for best price

ORDERING DETAILS

CLOUD 99

Tape £1.99
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GOLDEN LOCKET

Tape £2.49
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JACK THE RIPPER

Tape £2.49
Disk £3.49

BEGINNING OF THE END

Tape £2.49
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All games available from

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make all cheques/P.O. available to: Zenobi Software

All games marked + require a tape-deck

to SAVE and LOAD all your saved games.

Any reader who would like to try their hand at writing a review for these pages are welcome to do so. It's easy quite easy to review games once you get into the swing of it. You can use the above reviews as examples on what to say about the game. Just say what you thought were the good points and bad points of the game. Tell us where it's available from? What computer is it for? It doesn't have to be one of the new games. . Reviews for Spectrum, Commodore, Amstrad, ST, Amiga and P.C. needed.

SPELLBREAKER
THE RISE AND FALL OF
BY MIKE BRAILSFORD

What I will try to do in the next page(s) is try and give you all an insight as to why I began SPELLBREAKER!, how it all came about, and eventually why I gave it all up.

It really all started with my dad buying a second hand Speccy for about £40, in amongst the few games that came with it was a game called 'THE HOBBIT' not a great game I admit but even after playing for weeks I just couldn't get anywhere with it so I headed off to the local newsagents for some magazines to see if I could find any help for it. Help I found in the form of the column by Mike Gerrard in 'Your Sinclair' I never did manage to finish the game, but what it had done was given me the taste for adventure!

One of the games mentioned in Mike's column was called 'Rigel's Revenge' a £1.99 game from Bulldog Software, and what a game, it was great, well written, great atmosphere and superb puzzles, it even had a few well drawn graphics. This really had me hooked, and over the course of the next few weeks, I hunted high and low for any hints and help of any sort, help eventually came in the form of a fanzine called 'Adventure Probe' run by at that time Mandy Rodrigues in Llandudno.

I subscribed to the mag almost immediately, eventually also buying 'Soothsayer' which was written by John Barnsley. Well, after adventuring with the help of these mags for a few months I had probably solved around thirty adventures by the Christmas of 1988, and was becoming rather bored with the amount of material that was available for adventurers to read, especially in the glossies, so after advancing up to a Spectrum +3 with Multiface, I decided I could produce my own magazine, so with an old Olivetti portable typewriter and using one at work on the nightshifts I eventually came up

SPELLBREAKER

with the first issue. I had written a letter to Probe, asking for its readers to write to me if they were interested in a magazine to replace 'Soothsayer' which had fallen by the wayside after 11 issues.

The response was fairly healthy with about 40/50 people replying to my letter. So contact was made with a firm in Birmingham to photocopy the mag, they already produced the WACCI mag for Amstrad users so I was confident that a good job would be done! Isn't it amazing just how wrong you can be sometimes, their work was a disaster!! to say the least many of the pages were illegible, being either too dark or even too light, and worst of all, because of the delay in photocopying the mag, I told them to send the mag out without me seeing it.

You can imagine my reaction when they sent me the surplus ones, I just couldn't believe it, it was a disaster. However, after virtually phoning everyone and putting the word out that I was not to blame for the poor quality, I offered all of them another copy along with issue 2, that's if they were still interested in ordering any more!.

I'm glad to say that all of them stuck by me, and were prepared to give me another chance. The firm who had done the first issue offered to re-do them plus do all of issue 2 free. I was delighted, because this not only saved me trying to find another firm, but also let me put all of the money from the sales of the first two mags towards buying some essential items for the mag, such as envelopes and stamps.

My next move was to upgrade the Spectrum +3, which I did, to an Atari 520 STFM, and with a borrowed printer (an Epson) and by issue 3 (May 89), the magazine was to become done in the style that the readers would become used to for nearly all of the future issues, with only slight alterations along

SPELLBREAKER

the way.

The covers were nearly always 'borrowed' from other sources such as the Marvel comics of Conan the Barbarian (issue 1, 9 - 13 and finally 29) various other issues were either hand-drawn by readers (all of them excellent) or they were taken from various fantasy art books! Most issues were 40 pages including the covers, with only the occasional piece of artwork inside, not counting the ads of course.

What I tried to do with the magazine was to give people something to read and not just skim through in a couple of minutes, which was why after an offer from John Wilson of Zenobi Software I began to include short stories. All of which I'm sure were well appreciated by many of the readers, and with (I think) issue 17 I also included a reference guide to all the previous issues, which covered if my memory serves approximately 300 games!.

Around this time I had also switched firms for photocopying, I say firms, but in all honesty I had personally, with help from my dad on occasions done all the photocopying , stapling etc, for all the issues up to this time, which could take me anything from a couple of days to a week depending on whether the photocopier I was using would break down or not! So with now having the mag done by Prontoprint in Dundee, and with a very understanding manager and staff I was able to go across to Dundee, do the master copies, and then just leave them to it. Which gave me more time to spend on other pursuits, my family and golf.

Another reference guide was printed in the magazine this time in issue 22, it came to almost nine pages and covered I believe about 600 games for all the computer formats, I must admit I felt really proud that I had covered as much as I had in just less than a couple of years.

SPELLBREAKER

However, I felt at this time that the number of subscribers should have been higher and I tried everything I thought possible to try and boost it. Even offering a coupon in 'Your Sinclair' which gave people 50p off the cover price of £1.50, although this did bring in a bit of interest not many actually subscribed to the magazine which was very disappointing.

So after having done the magazine for a couple of years I was beginning to feel as if I could do with a bit of break, only trouble was, how to tell the readers, I eventually had the courage to tell them in issue 24, that issue 26 would be the last issue, this I changed after realising that I was able to print another 3 issues, and so would end the mag with issue 29 (July 1991).

It was around this time that I began to feel that something was not quite right with myself and after producing the last issue early in July I was sent home from work feeling really ill and was told by my G.P. to attend the casualty department of the local hospital. I knew then that something major was wrong, well to cut a long story short, I was operated on the very next day and was diagnosed as having a malignant tumour which was removed.

It only took a couple of weeks to be back on my feet, but with nearly five months off my work and with a month of radiotherapy treatment, I just felt really low and fed up and I have to admit to being a bit embarrassed about not sending out the final issue, stupid I know, but the longer it went on, I just felt that I couldn't go back to it, I mean they were all in the envelopes ready to go, as they have remained to this day with only one or two being sent out. It is only now that after being contacted by Les and with the idea of trying to sell a few back issues, in order to make a little money to be able to afford the postage to

SPELLBREAKER

be able to send them all out, I know it may seem silly but I just don't have the spare cash to be able to afford the postage!.

So I will sign off this sort of postmortem to SPELLBREAKER by saying that if anyone is interested in buying any of the magazine then I still have limited stocks available, and if I sell enough, then I will send out the final issue, however the back issues available will be No's 1 to 28 inclusive and not issue 29 as I feel I can't offer that particular issue until I have honoured the existing subscriptions!.

I hope you have enjoyed this brief history of SPELLBREAKER! I could have gone on and on for ages, but I would probably have bored you. SPELLBREAKER! holds a special place in my heart as I feel that somewhere out there, there are a few people who really liked my work and that in years to come my name will be remembered, hopefully fondly, as I made many great new friends and probably a few enemies too!

If you would like any back issues, then the price is as follows.

£2.00 per issue Incl. P + P

and send your money payable by cheque, cash or postal order to:-

Mike Brailsford
19 Napier Place
Glenrothes
Fife KY6 1DX.

For anyone who has never read a SPELLBREAKER fanzine, I can assure you that they are well worth the asking price. Perhaps if Mike sells enough back copies he may well be tempted to start on Issue 30. I for one hope so. Les.

DIARMAID

This is the story of how DIARMAID rescues his beloved GRAINNE from the CASTLE OF MISTS.

The wild wind rattles the rafters and the old man draws his tattered cloak tighter about his frail figure. His audience settle down in mute anticipation, clutching their cups of rough potheen and edging forward in order to hear better.

"T'was when time was new-born and FINN MACCUMHAIL had led the FIANNA to overcome the 'Dark Forces' that threatened our land. That was the time when the Fenian hero, DIARMAID, whispered in the ear of Finn MacCumbhal that after long service in the cause of ERIN, he would fain return to the house of his mother, where his betrothed, the fair and lithesome GRAINNE, awaited him ..."

As the voice drones on -and the woodsmoke from the open fire swirls across the room, you are drawn mystically into the tale and find yourself acknowledging your chieftain's permission to return home. Joyously you set forth



Spectrum 48K/128K+2

NOTES

Once more DENNIS F. FRANCOMBE allows you to enter his 'world' of romance and intrigue, a place where 'truth' and 'wisdom' will conquer all ... with a bit of 'luck' thrown in!

This tale comes in two parts ... In **part one** you will journey through such places as the 'LOST LANDS' and the 'SEA OF SERPENTS', whilst encountering such characters as the mermaid and the bear. You will finally get to meet the illustrious BRAN .. without whom your passage in **part two** would be nigh on impossible. Please note that you will need to utilise BRAN and his abilities to their utmost in order to complete the task-in-hand and thereby complete the game ... so treat him well!

The game will recognise all the 'standard' commands, however it will also accept such 'complex' ones as SEARCH DUST, GET BOOTS AND WEAR THEM. However in most cases a simple VERB/NOON input will suffice. Use RAMSAVE and RAMLOAD to store/recall a game 'position' to and from MEMORY but always use the normal SAVE and LOAD for a more permanent record.

Some useful words are ... SPREAD, CROSS, GREET, RAISE, CRUSH, EMPTY, FASTEN and POMP.

Use the command SAY TO (Character) "GO WEST" in order to converse with them .. or whatever

HINTS : No spade, then try using your shield ... Remove boots before going paddling!!!!
If all seems 'lost' then just call on Bran ... Hungry, then just spread the cloth.



Zenobi Software

ADVENTURES

THE MUMMY'S CRYPT

As a child you had always been more likely to be found with your nose 'buried' deep within the pages of a book, whilst your companions were engrossed in what your parents referred to as more 'healthy pursuits'. However the crisp pages and sharp words had always held a deeper fascination for you than any game of 'hopsotch' ever could and any such chiding soon washed over your head.

Over the years the interest in the 'printed' word continued and your search for even greater quantities of it soon lead you to frequent the local library ... where an ample supply of such things can be found.

The 'matronly' old librarian soon came to know what interested you the most and often would put aside some selected titles in anticipation of your next visit. In fact you had become quite good friends and would exchange 'confidences' on many an occasion. It was during one such 'exchange' that she pointed out the existence of the second-hand book establishment that was to supply the inspiration for the journey you are about to commence.

The shop lay amidst a series of small winding lanes that frequented the east side of town and it had taken not only her map of the area but a fair bit of patience as well before you had been able to locate it. However the time and the effort had been well spent and as fortune would have it, would reap their own rewards ... in due course.

One afternoon, whilst browsing through some rare books, you read a mention of a hidden crypt - a **MOMMY'S CRYPT** - the location of which is said to be not far from here. After due consultation you learn that a **specific** path leads to where the crypt is said to be and that in order to reach the crypt you will need a good strong pair of hiking-boots.

Armed with this knowledge and a pair of newly-purchased stout boots, you decide to set off in pursuit of this path



NOTES

This game will accept such commands as **GET BANDAGE** or **THROW CRUCIFIX**, in fact most simple **VERB/NOON** inputs will bring forth a response of some description. However should you need that little extra 'help' then just find the item that has the writing on it and with a bit of luck you should find some 'clues' to help you out.

Use the commands **RAM SAVE** and **RAM LOAD** to store a game 'position' to **MEMORY** but always use the standard **SAVE** and **LOAD** to store a more permanent record of your progress on **TAPE**.

Use **FONT 1** or **FONT 2** to swap between the two available character sets and **QQ** to quit game.



Spectrum 48K/128K+2



YOUR SINCLAIR

Tim Kemp Spills The Beans

One or two readers rang to ask me if I knew the reason why Tim had quit his post as Adventure Column writer for Y.S. I had to admit that I didn't, so I rang Tim and asked him if he would mind giving readers of G.G. the reasons. I received the following letter.....

Dear Les,

As requested by your good self here's a letter explaining the situation regarding Your Sinclair and me! It's true I have vacated the YS adventure hot seat. There's nothing sinister or underhand about my reasons for leaving. I simply found that rather than looking forward to doing the column each month I was losing interest in doing it, so rather than do it 'as a chore' I decided enough was enough.

I have on more than one occasion in the past, mentioned that when my interest in things starts to wane then I'm certainly not going to make myself miserable by carrying on regardless. As I produce From Beyond (my Spectrum adventure fanzine) as a labour of love I would hate to see my waning enthusiasm for doing the YS column effect doing FB - and as far as I'm concerned that could well have been the case if I'd have simply 'stuck it out' at YS (oo-er).

The YS readership has changed a lot over the years, and where once the adventure column could quite rightly justify having 5 or more pages and thousands of words, today it can't. We were probably lucky to get 2 pages for the last couple of years to be quite honest. Having said that, I was willing to fill (and asked for) more space - in fact I told Jon Pillar (the YS staff writer who I normally dealt with) that I'd gladly do anything over and above the standard 1300 words for nothing! I also asked whether the columns borders,

YOUR SINCLAIR

headings and such like could be reduced to make more space, or if the actual font size could be altered (i.e. reduced) in order to squeeze more words on the 2 pages I had to work with. Space for a couple of hundred more words was made, but I still couldn't get excited about it to be honest, and that, as they say, was that!

When I first started writing for Your Sinclair I undoubtedly provided them with far too much material, (even for a 4 page column) and that caused a backlog which would have been quickly cleared up had there still been 4 pages of adventure material used per issue. As it was the column was reduced, the material I sent for publication got stuck in the adventure log-jam, and it took quite a while for it to sort itself out. Three or four reviews per issue, plus news, coupons, help-line etc., all featured in my original material, but as I said, given that I was quite simply sending them too much stuff caused YS all kinds of problems. Perhaps that was what caused the column to end up looking not quite like I wanted it to look, and perhaps that was a factor in my calling it a day.

There you go. All is now clear. Naturally enough I'm still doing FB, and still enjoying doing it which is most important! Having dropped the YS commitment I'm now using the time I'd have spent doing it doing something else instead. That 'something else' just happens to be a new Commodore 64 (only) adventure fanzine. I've been working on ideas for it for quite a while, and have reached a point where hopefully by mid June the first issue of this new fanzine will be hitting the streets. I can't give any more details of it, other than to say it's primarily a reviews 'zine' looks familiar to FB (size and shape wise at least) though the one major difference is that each issue will be accompanied by a tape or disk adventure - hopefully one that is specifically written to compliment some of the contents

YOUR SINCLAIR

of the fanzine. Oops, already said too much there! Need I remind your readers that they should keep an eye out for forthcoming adverts for 'PATHFINDER' if they are C64 owners. Oops, there I go again, even divulging the name of the forthcoming attraction! Right that's about it. Keep up the good work.

Tim .

After receiving the above letter I decided to contact YS and have a word with Jonathan Nash a member of the editorial team. I asked him what was to become of the adventure column now that Tim had left, Jonathan answered 'We have felt for sometime at YS that there would be quite an uproar if we did not include the adventure pages in YS, so our immediate plans will be to test this theory and not include any adventure column in the next issue of YS. If there is the expected uproar then we will continue to include the column thereafter, however, if the uproar doesn't materialise then we could not include it any more'.

I went on to ask Jonathan if they had any idea's who was to replace Tim to which he answered 'Are you offering your services' I replied that rather than letting it disappear I would certainly consider writing the column. I went on to ask him what prospective column writers would need to do, to which he said 'Anyone who is interested in writing the column should submit 1 or 2 reviews to the YS editorial team who would look at them and then choose Tim's replacement. Anyone who is interested should submit their reviews to...

Jonathan Nash
c/o Your Sinclair
Future Publishing
30 Monmouth Street
Bath BA1 2BW

COMPETITION PAGE

Below you will find a very simple to complete WORDSQUARE. All you have to do is find the hidden Adventure titles and send in your list. To prevent you having to mutilate your copy of GOBLIN GAZZETTE all you need to do is send your entry on any old piece of paper at your disposal, and providing your entry is correct it will go into the hat.

H K E U R E K A S P Y C A T C H E R
K I R H C F R A N K E N S T E I N O
G A T I W L I F E T E R M Y B L V D
G P R U I G R E M L I N S O E Z D N
R N Y Y S M O N S T E R V U N O N A
A H O O S A F T E R S H O C K R A M
N K R R B S T Y A W A N U R A K A M
G U Q H O G I L E Y H T Y N T T R O
E E I J A M O A A R O B I C I D E C
H M O N E V Y D A N W I Z B I Z D N
I I P M B A D V E N T U R E L A N D
L S E L D D U C O R T I Z O N E O J
L A N C E L O T J E L T S I H W W F
K A Y L E T H I M A G I N A T I O N
K I M I N D S H A D O W O L F M A N

Three winners will be entitled to select one title from the following list of software kindly supplied by Zenobi Software. Please remember to include the title of your choice when submitting your entry.

Deep Waters...Vol 1

Best of the Indies

Double Classic for the +3 Spectrum.

One of Our Wombats is Missing.

Whiplash and Waggonwheel for the Atari STFM/STE.

New Arrival for the Atari STFM/STE.

Deep Waters Vol 2.

Best of the Indies II.

COMPETITION PAGE

Hands up all those people who would like to own the complete set of SPELLBREAKER fanzines Issue No 1 - 28 inclusive. Well there are two ways you can achieve this and they are 1:- Dig deep into your pocket and lay out the cash. 2:- Enter the competition below and keep your fingers crossed.

YES! Mike has kindly offered to donate a set of SPELLBREAKERS to the lucky winner, all you have to do is come up with as many words as possible from the name SPELLBREAKER easy innit. Remember proper nouns, foreign words, plurals, abbreviations or third person singular verbs are not permitted.

Have you got a 16 Bit computer want a free 6 month subscription to **SYNTAX** the disk based magazine for the ST, AMIGA and PC, then all you have to do is sort out the following anagrams to give you the name of 6 well known adventures.

Adulteress rain.
The nag contacted thee.
Halloween wand whips hag.
Forward bearer.
Averted the run.
Hostage chimp.

Remember in all cases, in the event of a tie, all names will go into an hat from which the winner or winners will be drawn. The editors decision is final as no correspondence will be entered into. The closing date for all competitions is July 30th 1993.

GOOD LUCK!

SOLUTIONS * SOLUTIONS *

The solutions section starts off with last issues readers request. Barbara Gibb sets the ball rolling with

No. 6 In The Village

written by Phil Richmond

supplied by Barbara Gibb

(You can carry up to 5 items plus any worn.)

I(nventory), exam clothes, take badge, exam badge, wear badge so you can north out of your cottage. Go east, east, north into the hospital, north, north to by a door. Slide door to enter laboratory. Take battery and return west, south, south, south, west, west, west, and down to the central piazza. Go south to a square and down some steps, South to a village green and up into the helicopter.

Take parachute. Go down, west and south to inside a boat. Take boathook. Now go north southwest, southwest, northwest, north and west to inside a lighthouse. Take lantern using the boathook. Drop boathook before going east, north, northeast and north to outside a cave. Insert battery in lantern (which for some reason you have dropped), take (lit) lantern and go north into a cave system.

Continue north and north where you see a dead frogman. Exam frogman and take wetsuit. If the surveillance cameras see you wearing the wet suit you will be arrested, so remove badge, remove clothes before wear wetsuit, now wear clothes and wear badge. Retrace your steps south, south, and south, drop lantern outside the cave and go up, southeast, southeast, and east to a splendid archway. Go north to a boundary fence. Exam fence (electrified) climb fence (must be wearing wet suit) and continue up, up and up along a mountain trail to a rocky ledge 2000 feet above a grassy plain. Ensure you wear parachute before you jump to land in a field. Go east and north into the farmhouse living room.

No. 6 In The Village

Take key then go south and east into the barn and up into the microlight aircraft. Exam panel and turn key (engine bursts into life and you take off and fly to freedom, or so you believe).

There are many more ways of attempting to escape but this is the only one that doesn't end in capture. It is great fun trying to find the other possible escape routes.

INTRUDER ALERT

played on a Spectrum
supplied by Barbara Gibb

You start in the cockpit of a space-craft which is out of control and being fired upon.

Exam panel, press button (force field surrounds space-craft), Take screwdriver (circuit blows and it becomes dark, then the control panel explodes and bits fall off), Take all (fuse, diode, and micro chip, just in time before transported to the relative safety of the space station), n, exam robot, insert fuse (brings twonk to life), take sonic (transmitter), exam room, unscrew grille, enter shaft (note number 04), n, exam window (see an escape ship), s, exit, e, exam man, take helmet, s, exam lift, exam keypad, repair wires (lift comes down to another level before breaking down), n, drop all except helmet, n, exam computer, exam screen, ne, take suit, take tank, e, wear all, exam door, switch tank on, input 04, e, e, s, s, e, exam body, take all (dongle and laser gun. Soon you will be advised that an alien has beamed aboard the space station), w, n, n, w, w (oxygen tank almost empty), w, remove all, drop suit, drop tank, drop helmet, sw, s, take sonic, take micro, take mirror, take screwdriver, press sonic transported to teleport chamber),

INTRUDER ALERT

This is an excellent place to save position

N (the alien should spin round to face you), shoot alien (makes him angry and he falls into the teleport chamber), say to twonk "Beam down alien" (Twonk beams him into deep space), exam panel (don't trust Twonk), input 04, s (transported to planet surface. You should have with you the sonic transmitter, screwdriver, mirror, micro chip and laser gun), s (find body and container, leave them alone for the moment), e, s, w, s, jump up (to a wall of boulders blocking way east), shoot boulders with laser, e, e, e (note location details), w, press button on laser (to destruct), drop laser, w, exam bodies (note numbers), exam captain, take all (green key, pill and memory cell), w, d, n, e, n, w, exam body (so something does kill the aliens), exam container, take container, e, e (outside ground station), push door (it opens and you fall into the airlock, also advised that the explosion has blocked the cave entrance), take torch, s, exam computer, insert dongle (ground rover now programmed and ready for use. Soon you will feel ill and weak from the contamination), s, enter chamber (cured), exit, n, e, exam chart (confirms that the green liquid is a weapon against the aliens), exam droid, insert micro chip (it floats away but will be useful later), take gloves, exam generators, pull lever (lights go out), switch torch on, s, w, se, unlock door, s, exam drums, take key, n, lock door, nw, w, sw, s, exam screen, press button, n, enter rover, close hatch (droid is dealing with alien), n (to cockpit), insert key, turn key gently, (rover takes you to another part of the planet), exam panel, unscrew plate, exam panel (again), wear glove, pull lever (prevents overload and subsequent explosion on the rover. It is also dark, but your torch should still be on), s, open hatch, exit, n (in small tunnel. If you hadn't shut down the generators there would be a force field here, preventing any progress), n (to very luminous cave. You can now discard some items), drop

INTRUDER ALERT

screwdriver, drop green key, drop torch (you should still have the sonic transmitter, memory cell pill, mirror, container and glove (worn)), Exam pill, swallow pill, e, push door (electrocutes you if not wearing glove), s, e (don't waste time here), w, s, exam chamber, break beams with mirror, remove glove, drop glove, drop mirror, (can now) take Rogers, n, n, exit, w, press sonic (transported back to space station), n, enter shaft, n, input 2645, n, n, exam instruments, press button (to launch the escape ship which is taking you back to Earth, a 4 year journey. In the meantime the meteor has hit planet X, shifting it out of orbit, and it is now drifting towards Earth).

SEA OF ZIRUN

written by Central Solutions
supplied by Richard Batey

N, n, eat seaweed, s, s, s, s, e, s, get harpoon, se, d, sw, swim ledge, get case, ne, e, get doubloons, w, y, nw, n, w, n, n, e, swim cave, n, n, w, catch octopus, open case, drop case, get scroll, read scroll, no more, e, ne, se, e, s, get tank, wear tank, n, e, ne, go temple, climb rope, get jacinth, d, s, sw, w, w, nw, ne, n, eat roll, ne, n, nw, n, e, get medallion, e, s, sw, sw, nw, w, n, get book, s, e, se, go hole, s, sw, sw, w, n, n, w, swim cave, shoot, triton, go passage, w, w, n, nw, n, go palace, w, n, e, exam walls (until you find a door), go door, get cloak, wear cloak, s, w, s, s, say hello, yes, n, e, n, n, n, exam statue, exam chest, open chest, drop torch, get skull cap. wear skull cap, exam fountain, get wand, exam picture, go picture.

EYE OF VARTAN
written by Central Solutions
supplied by Richard Batey

S, s, s, drop javelin, w, sw, open door, stal axe, steal flute, leave, n, get staff, e, s, pick hemlock, n, e, e, e, s, e, enter cave, strike bear(5%), explore cave, get diamond, n, n, w, n, w, w, s, s, d, w, crawl through, e, e, climb rock, se, gather acorns, s, drop acorns (2%), s, open door, enter hut, get bow, leave, s, throw rope, climb rope, e, leap, enter niche, climb steps, throw bottle (10%), w,

Climb rock, s, s, e, s, w, s, e, feed ape (5%), s, e, e, get arrows, d, w, w, w, search bushes (6%), push canoe, board canoe, s, s, place arrow, shoot arrow, drop arrows, drop bow, n, e, e, e, d, d, play flute (2%), e, d, s, w, use axe, w, get torch, leave, e, e, e, use axe (1%), w, w, s, s, s, s, w, enter, get flint, leave, s, e, e, climb tree, climb tree (2%), n, e, light torch, e, translate inscription, e, s, burn web (5%), s, cast runes (8%), s, drop torch, w, s, s, drop axe, drop flute, climb steps, strike gong, strike gong, strike gong, enter, light torch, s, w, climb stairs,

Open door, s, w, release dog (4%), e, s, get keys, n, n, n, d, use keys, get shield, get ladder, e, drop keys, e, e, read inscription, climb stairs, s, e, s, light torch, w, w, enter mirror, get knife, w, s, enter flame, s, use ladder, remove eye (20%), d, n, n, enter flame, e, climb stairs, s, e, s, light torch, w, w, enter mirror, e, climb stairs, open door, raise shield (5%), drop shields, drop knife, lower rope, d, get rope, w, get axe, get flute, n, n, e, n, n, n, w, w, n, n, n, n, n, u, w, u, w, w, w, push canoe, board canoe, n, e, n, w, n, e, n, d, e, d, e, d, n, leap, w, lower rope, d, n, n, n, nnw, ne, n, d, n, n, w, n, return axe (5%)) return flute (5%) n (3%).

THE TEST

written by Ken Bond

supplied by Jack Lockerby

Undo parachute, inventory, read letter (it's the reply to your application to join the elite force, known as the E.F.F. You take note of the reference number 371/9), n, n, e, exam door, exam box (three rows of buttons numbered 1 - 9), press button 3, press button 7, press button 1, press button 9 (the door opens), e, get box, exam box, exam rope, exam heater, turn on heater, burn rope, n, up, get cane, exam it (it has a slit in one end), d, s, put letter in slit, burn letter with heater, burn rope with letter, n, wait (you hear a crash), s, look in box (you find a machine gun), get box, w, w, n, n, n, read notice (it's a minefield), exam hump, fire gun at hump (all the mines explode), n, n, w, w, exam river (too deep, too wide and current too strong so ignore it), e, e, e, exam chute, up, drop box, enter box, push bar (you make a safe journey down the chute), e, open cupboard, exam cupboard, break padlock with gun (you find a small battery), get battery, exam it (sealed with 2 terminals), w, n, exam bulldozer, look under bulldozer (it's too dark to see anything that might be there), feel under bulldozer (you find a small device), exam device (it's an explosive attached to 2 wires with bare ends), connect wires to battery (you are warned to put the device near the north doors), put device near doors, up (now in safety of the bulldozer you can connect the wires to the battery - the doors are blown open), d, n, w, w, open door, slide door (it appears to be stuck), slide door (it opens this time), w, exam tractor, look under tractor (you see an empty basin under the sump), exam sump (you can see a nut), undo nut (you need a spanner), enter tractor (you find a spanner that will fit the sump nut), d, undo nut (oil runs out into basin), get basin, e, e, e, e, read notice (there is a bull in the field beyond the gate), climb gate, n (the bull faces you), empty basin (the bull rushes, slips on the oil and crashes into gate), n, e, n, n, w, n, n, break door, n, get

THE TEST

post, exam post, exam line, s, e, up, exam beam, get match, d, w, s, s, exam shelf, get shelf, n, w, exam memorial, n (you are at the edge of a bog. It is advisable to RAMSAVE here just in case you take the wrong direction. Using the long aluminium clothes post you test to the front, left and right. The following is the correct method to use for each direction, put post in bog to the front, put post in bog to the left, put post in bog to the right. Here is the route to take), n, n, w, n, w, w, s, w, w, n, e, n, n, w, exam tomb, exam inscription (take note for the informations needed to open the safe in the general's room is here), w, get axe, e, lift lid, d, w, w, up (you are now in an orchard surrounded by an high electrified fence - you note the trunk of a tree on the ground close to a tree that has been partially cut and is leaning towards the fence), put shelf on tree (you have made a seesaw), stand on shelf, cut tree (you can't reach with your axe), tie post to axe (you have made a long handled axe. RAMSAVE here), cut tree (as tree falls onto the other end of the trunk you are thrown into the fence and killed because you were carrying too much. RAMLOAD), drop all except axe, get match, cut tree (you are safely over), n, n,

PART TWO....search rubble, d, exam slab, look under slab (you find a block of wood), up, e, e, up, exam doors, exam knobs, short knobs with post (the doors open), n, n, e, w, close doors, n, w, get candle, exam it, e, e, w, n, n, up, e, exam kite, get reel, n, s, w, w, search tiles (you find a small screwdriver), e, n, e, w, w, open cupboard (you find a coathanger), exam coathanger, e, n, e, exam trunk, exam lock, pick lock with coathanger, open trunk (you find a hammer), w, w, e, s, s, d, n, w, e, n, s, e, n, open cupboard (you find a geiger counter - I could find no use for this in the game,), n, d (it's dark), light match, light candle, s, get bottle, clean it (it's a smoke bomb), n, up, s, e, w, s, e, get pail, e, exam well, look down well (you

THE TEST

can see a shiny object stuck in some mud), get object, d, tie reel to coathanger, lower coathanger down well, fish for object (it's not sticking up enough), plur water in well (the object, a silver key is now quite visible), fish for key, exam key (it belongs to the E.F.F.), w, fill pail, w, w, s, s, s, close doors, s, d, w, n, n, read notice (keep out), e, e, e, read notice (same as before), se, se, s, s, e, search overalls (you find the Sun newspaper), read sun, w, look under bench (you find a wax taper), exam tools (you find a steel spike), up, up, pour water in opening, d, d, e, fill pail, w, up, up, pour water in opening (repeat until boiler is full then fill the pail once more), e, up, exam firebox, exam handwheel, put paper in firebox, chop wood, put firewood in firebox, get coal, put coal in firebox, d, light taper with gas, up, light paper with taper (the boiler soon heats up), undo handwheel, push lever forward (the engine moves and eventually smashes down the gates), d, w,

N, make hole in pail, put pail on lever, enter cabin, wait (the closes and the cabin moves up), exit cabin, n (guards here), e, exam jeep, push plinger, put bomb in jeep, w (the guards go to the jeep), n (to a door), exam door (it has a silver lock), unlock door with silver key, n, read notice (guard room to the east), w, s, n, n, get cap, wear cap, s (camera and tv to the west), throw cap (by television until it covers the lense), w, exam safe (dial numbers 1 to 9 - using the information from the tomb you can open the safe), turn dial right 6, turn dial right 5, turn dial left 8, turn dial left 2, open safe, get key (ignore the wad of banknotes), e, e, e, n, unlock door with steel key, n, exam doors, w, exam loudspeaker, undo screws, exam magnet, read notice (ignore it), n, exam door, open door, push door (it's bolted at the bottom), put magnet on bottom of door, pull magnet up (the magnet pulls the bolt up), n, e.

ANTILLIS MISSION

written by Jon Lemmon

supplied by Jon Lemmon

DOCK WITH ZX3 Up, exam hatch, open hatch, enter, close hatch, e, get scanner, exam controls, exam panel, exam depth, press button, w, d, exam hatch, exam sign, up, w, get torch, e, e, exam depth, VOCAB (try out VIP functions. When signal lost CH until contact made), exam panel, press button, exam depth, Look (until docked), press red button, w. ENTER THE ZX3d, open hatch, d, exam android (clue), up, up, w, press buttons, exam android, e, d, d, w, exam door (CD until open), w, w, get rope, exam rope, w, w, exam android (CP until it works), get zx, exam zx, insert zx into scanner, exam panel, (CM if needed), w, w, enter, press button until it works, exit, w (IRL), exam android, get cable, exam power unit, insert cable (SPL), insert scanner until it works, e, e, e (CM up tp you), e, e, e, e, d. DESTROY ANDROID AND LOAD TORPEDO exam iron, e, exam torpedoes, exam auto, exam screen, w, w, w, exam android, e, tie rope to iron, push iron, look, w (IRL), w, w, w, w, exam metal, get body, wear body, w, exam generator, w, w, w (CP until it works), exam torpedoes, exam auto, exam screen, input 0030, e, e, e, e, e, e, e, e (IRL), e (torch?). ANDROID SELF DESTRUCT d, get key, exam gauge, w, exam android, get bolt (CP), get bolt, w, w, w, w, w, exam android, w, exam buttons, press 3, e, exam android, w, w, w, exam screen (clue to pressure), e, e, exam buttons, press 1, press 3, press 1. TORPEDO THE PRESSURE e, e, e, e, e, e, e, exam gauge, up, w, w, w, w, w, w, w, w, w, w, exam screen, input 0000. FIX GENERATOR (if dark) and SAVE ALIEN GIRL e, e, e, exam genrator, insert bolt, pull lever, e, e, e, e, e, e, d, exam gauge, w, w, exam box, unlock box, get girl, w, w, w, enter, press button (until it works), exam girl (alive?), exit, e, e, e, e, e, up. THE ALIEN (if girl alive), e, exam auto, exam screen, input 0013, ne (CD until it works), ne, get orb, exam shapes, sw (CD), nw, exam light, exam orb, w (sector 15?). REACTOR d, e, exam android

ANTILLIS MISSION

(CP until!), exam reator, push rod, w, w, w, w, w. START COMPUTER AND RUN exam screen (CH until all codes broken, NOTE: if SPL low or IRL high, recharge and return to break codes), e, e, e, e, up, up, close hatch, up, exam sign, press button, w, press button, e, e, exam controls, exam depth. SURFACE look (until octopus attacks), w, d, exam sign, pull lever, up, e, exam depth, look (until orb glows, yes a lot of looking but you are deep!), exam orb, exam orb, look (until you surface), w, up, open hatch, up, d.

LIGHTHOUSE MYSTERY

supplied by Tony Collins
played on a Commodore

Get lamp, up, up, exam light, look, get rusty key, d, d, d, d, exam box, look, get bag, exam bag, get bar, push box, look, get note, read note, get rope, get hammer, get screwdriver, get pick, get saw, get matches, unlock door, d, d, force open door with bar, w, w, w, s, s, exam plate, press plate, e, e, exam room, look, get magnet, w, w, n, n, n, n, w, fill bag with sand, e, s, s, w, n, tie rope to ring, strike match, light lamp, climb down rope, n, n, w, remove rocks with pick, e, e, e, e, s, s, exam door, draw bolt with magnet, d, d, d, exam door, break door, e, exam room, look, get large key, get suit, exam suit, wear suit, w, up, up, up, n, n, e, e, e, e, n, n, exam door, unlock door, e, put bag into bowl, e, exam message, exam chest, gold.

DRACULA

supplied by Emma Chambers
played on a Spectrum

PART 1..e, s, exam desk, ring bell, sign register, n, e, sitread menu, bacon cutlets, wine, w, u, unlock door, open door, n, close door, close window, lock door, sleep, exam

DRACULA

table, open draw, exam draw, get match, get lamp, light match, light lamp, s, d (you should meet a coachman who tells you that a coach has arrived for you, if not go back to bed), w, say no, sit dow, wait, wait, wait, wait.

PART 2..Look around, exam woman, smile, look eyes, wake, exam cross, wear cross, wait, wait, wait, wait, yes, board coach, look around, lift seat, remove cross, insert cross, turn cross, open door, exam hold, s, w, look around, up, look around, exam (face?), exam bat, exam mouth, feel mouth, look around, exam table, get tray, n, get cloth, polish tray, look around, w, wait (until you sleep), wait (until the count arrives), exam table, get bottle, smash bottle, get shard, w, s, w, n, wait, wait, wait, e, w, get cross, e, e, wear cross (when the woman is about to kiss you), get shard, e, e, exam window, cut cord, w, w, n, look around, open door, n, move rail, s, move wardrobe, s, e, s, w, s, get lamp, n, e, n, w, n, d., d, d, w, lift carpet, open trapdoor, d, look around, exam box, open box, drop cross, s, s, s.

PART 3..w, w, exam chairs, get coat, wear coat, exam pockets, e, s, e, e, n, give money, read paper, open paper, read paper, e, n, w, exam racks, exam s, s,e, s, s, n, w, w, w, n, sleep, w, w, s, e, e, e, s, stratford, w, s, s, messrs hawkins and co, w, w, w, n, e, e, sleep, w, w, up, w, e, d, s, w, w, w, w.

PUZZLED

supplied by Grasshopper
played on a Spectrum

Exam chair, get jeans, remove pyjamas, wear jeans, examjeans, get wallet, get gum, open wallet, drop wallet, drop pyjamas, look under bed, get letter, read letter, e, n, n, in, get torch, exam torch, get bucket, exam bucket, chew

PUZZLED

gum, mend bucket with gum, exam cupboard, blow dust, get
jigsaw, exam meter, s, s, s, e, e, move mirror, open clock,
in, e, insert card, 4927, w, get rope, w, n, exam desk, get
note, read note, exam books, pull lever, exam niche, get
jigsaw, s, s, s, e, e, n, w, pay lady, e, s, e, e, exam
cages, open cages, feed birds, get batteries, insert
batteries, get straw, w, w, w, w, exam table, get barrel,
exam barrel, break barrel, get key, exam key, exam disc, n,
exam painting, n, w, w, n, n, unlock door, drop key, exam
walls, push wall, w, light torch, n, d, get salt, exam salt,
get rod, exam rod, up, s, e, e, s, s, e, e, s, s, get chair,
climb onto chair, open cupboard, get loaf, get bottle, exam
bottle, open drawer, get knife, e, e, n, n, bait hook, fish,
get herring, drop rod, s, w, up, n, exam line, drop herring,
get suit, exam suit, s, d, e, s, w, w, w, w, n, n, n, n, w,
w, s, d, remove jeans, wear suit, d, get trap, up, up, n, e,
drop torch, drop suit, wear jeans, get torch, e, s, s, s, s,
w, set trap, crawl west, get spade, e, e, e, e, e, e, dig,
drop spade, get coins, exam coins, w, w, n, n, w, w, n, n,
in, insert coins, s, s, s, e, s, in, press button, out, n,
get box, open box, get sandles, drop box, wear sandles, exam
heaven, read plaque, s, in, press button, out, e, s, e, e,
s, wear sandles, walk, s, exam gates, lift phone, cellar, s,
go first stone, pray, e, exam meat, cut meat, drop knife, w,
up, n, w, kill vampire, steak, w, get hang glider, n, get
pass, s, e, e, drop pass, go first stone, pray, n, fly, drop
hang glider, w, wish, n, n, n, exam scarecrow, exam jacket,
exam buttons, get scarecrow, s, s, w, exam bricks, lift
brick, get jigsaw, s, exam lion, give bottle, talk, e, get
bellows, e, s, w, get hand, exam hand, w, w, s, w, s, talk,
w, exam floor, lift rug, blow safe, read paper, get can,
exam can, w, s, e, s, give watch, give can, eat spinich, e,
n, w, climb pole, get hacksaw, n, e, s, saw bolt, up, e, n,
n, n, in, get jigsaw, in, move log, get mittens, wear
mittens, s, s, s, s, up, n, n, w, w, n, left, get ticket,
left, e, s, get pass, show pass, exam time table, sleep,

PUZZLED

board train, show ticket, n, exam table, get pie, eat pie, get jigsaw, n, use toilet, flush toilet, s, s, open door, e, s, build snowman, tie rope, d, drop salt, get jigsaw, up, in, w, give a big hand, get microphone, e, e, drop jigsaw, make jigsaw, enter jigsaw.

LUDOIDS

supplied by Neil Currie
played on a Spectrum

PART 1...E, s, exam c50, exam compartment, get battery, n, w, n, exam door, exam panel, connect battery, drop battery, n, w, exam machine, press burger, press bun, press salad, press cheese, press cola, press serve, get food, n, look behind desk (see key on hook), get key, n, go to cubicle (with same letter as hook), unlock cubicle, (codeword is cold store), eat food, sleep, s (go to start location), open door, s, PART 2...W, enter igloo, get clothes, wear clothes, get crowbar, s, exam hell, enter hell, exam panel, start motor, n, d, n, w, n, n, open crate, get glycol, s, s, s, read label, codeword is diodul, n, e, s, u, n, n, exam ice, pour glycol, press detector. PART 3...Get pen, sign, get credits, s, help, drop detector, s, w, get gun, e, e, exam machine, read instructions, put credits in slot, get burger, s, shoot rambot (code word is minibus), n, w, s, exam wheel (play until you have 1000 credits), n, put credits in slot, n, get detector, press detector. PART 4...Exam controls, A, D, A, get lifjacket, wear lifejacket, get harpoon, F, U, look periscope, turn periscope west, F, push port control, A, A, open hatch, shoot octopus, (until city explodes), push detector.

SOLUTIONS WANTED LIST Bards Tale 1&3. Battletech. Castle Wolfenstein. Defender of the Crown. Entombed. Moron. Journey to the Centre of Eddie Smiths Head. Fantastic Four. Robin of Sherlock. The Hobbit. Shadows of Mordor. Castle of Terror. Lord of the Rings. Zork 1,2 & 3

GIVE US A CLUE

MINDSHADOW

supplied by Barbara Gibb
played on a Spectrum

After you read message you should Think Jared and then Think William.

RAID ON LETHOS

supplied by Jackie Holt
played on a Spectrum

Give onions to Sage. Read the words at the top of tower for clue to passing giant. Need hanky for a sail. You need 5 gold eggs to buy a charm. Oil and pull lever to open pit. Say password to Golem.

All the following were supplied by Emma Chambers and played on a Spectrum.

FORGOTTEN PAST: — To light the torch you need the pebble from the boat alcove and the flint, then just strike flint and light torch.

ICE STATION ZERO: — From the start you just need only the ice pick and goggles.

CRACK CITY: — Before entering the Death Cell cover the wrist dart with your shirt and fire the dart at the crossbow. Also remove the fireplace with the knife.

All the following were supplied by Mal Ellul and played on a Spectrum.

CORPORAL STONE: — Enter the car for rags. Need a spade then move a body. Problems with the lion then Pull Thorn. At the wall push brick to meet the devil. Help with the riddle then try squares. Can't find a token then search manure. Need map try examining the gnome

GIVE US A CLUE

IMPACT: — To find the crowbar examine the fireplace. Can't get the jar of honey then wait until the stew starts burning then grab it. Insert the matches into the Tumble drier. If it's a spade you need then search a corner. Short of cash then get trousers and search the pockets.

THE NEVER ENDING STORY: — You can't enter the Ivory Tower in Part 1. The Southern Oracle is to the South over the multi-coloured desert. To fly Falcor you must first get helmet. To rid yourself of the spiders cut web (with the small knife).

The following were supplied by Les Mitchell (who he?).

TREASURE ISLAND: — Can't find the key to open the chest try undoing the buttons on Billy Bones shirt. Need the Tankard but can't get rid of Long John just tell him the captain wants him. What's the tankard for, give it to the pirate guarding the stores.

THE DARE: — To exit the cubicle you must feel around then bandage your head with something handy. You will need to take the paper with you. The dirt in the washroom might conceal something that will help you open the door. Can't find any steps then you must look behind the screen. In the Hardware Department search the floor and examine the bench for something with which to repair the steps. Examine the shelves in the kitchen more than once. Turn off alarm before jemmying the Hardware Department door. Don't leave the bloody paper or the label where they can be found.

SHOW US YOUR TIPS

Goblin Gazette and it's readers would like to see any tips that you may have for any game included in this section so go on send them in and help out your fellow adventurers everywhere. **WE NEED YOUR HELP.** Les.

ADVENTURES



<u>TITLE</u>	<u>AUTHOR</u>	<u>PRICE</u>
The Mines Of Lithiad	J.A.Lockerby	£2.99
The Dark Tower	J.A.Lockerby	£2.99
Treasure Island	J.A.Lockerby	£2.99
The Ellisnore Diamond	J.A.Lockerby	£2.99
The Enchanted Cottage	J.A.Lockerby	£2.99
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Davy Jones' Locker	J.A.Lockerby	£2.99
Into The Mystic	J.A.Lockerby	£2.99
Three Of The Best (Hammer of Grimmold, Mutant, Domes of Sha)	J.A.Lockerby	£2.99
Two For One (Challenge and Thief)	J.A.Lockerby	£2.99
Cortizone	High Voltage	£2.99
The Darkest Road	C.Wilson	£2.99
Whiplash and Wagonwheel	C.Wilson & L.Hogarth	£2.99
Jade Stone	L.Wright	£2.99
Border Warfare	N.Clark & G.Tonner	£2.99
The Adventurer	S and D.Gray	£2.99
Soulrinker	Tower Productions	£2.99
Enday 2240	Acesoft	£2.99
New Arrival	J.Taylor	£2.99
The Magic Shop	J.Taylor	£2.99
Dr.Jekyll and Mr.Hyde	Jack and The Cat	£2.99

The following compilation disks are also available and contain no less than FOUR games each

COOKROACH's CHOICEST CUTS (Priced at: £5.99 each)

Volume 1 Featuring : Soulrinker, Domes Of Sha, The Enchanted Cottage and Ellisnore Diamond

Volume 2 Featuring : Enday 2240, The Hammer Of Grimmold, Davy Jones' Locker and Lifeboat

Volume 3 Featuring : Jade Stone, The Magic Shop, The Mutant and The Dark Tower

Volume 4 Featuring : New Arrival, Treasure Island, Border Warfare and Dr.Jekyll & Mr.Hyde

Volume 5 Featuring : The Darkest Road, The Adventurer, Mines of Lithiad and Into The Mystic

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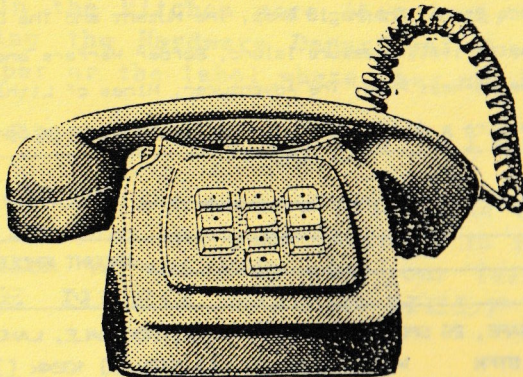
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